

Game master	Name of Game	Description	Max Number of Players
Friday Morning			
Chris Johnston	Bloody Broadships - a Bill Majure Special	Fictitious War of 1812 battle - US vs GB sailing ships	8
Ken Hafer	The Sudan	The Men Would Be Kings	10
Gray Strickland	10mm ACW game	Gettysburg Soldier 10mm ACW game	10
Gary Clark	Black Seas	Age of sail (1:1200 scale ships) depending on number of players each will control 1, 3, 4 - 8 ships. prizes will be given.	10
Friday morning count	4		
Friday Afternoon			
Logan Goodin	Nemesis	In Nemesis you awaken from cyrosleep to find a dead body in the cyro chamber, you must figure out what's happening as you remember your tasks.	5
Gray Strickland	10mm ACW game	Gettysburg Soldier 10mm ACW game	10
Greg Spanier	Monster Mash	And all out War using Dungeons & Dragons Minis with easy to learn rules very fast combat.	12
Gary Clark	Black Seas	Age of sail (1:1200 scale ships) depending on number of players each will control 1, 3, 4 - 8 ships. prizes will be given.	10
Ryker	Dino Hunt	Take yourself back to a Victorian-Cretaceous holiday hunting the most dangerous game. Be warned however, for if you fail to bag a trophy, you may become a treat	9
Friday Afternoon count	5		
Friday Night			
David Millender/Lee Drake	The night battle	This is a historic recreation of the "night battle", Fought in late December of 1814 between American forces led by Andrew Jackson versus the British as they first landed in Louisiana on the way to the famous battle of New Orleans. We will use a modified blood and bayonets rules with 28 mm figures	6

Greg Spanier	Monster Mash	And all out War using Dungeons & Dragons Minis with easy to learn rules v	
Mick Hayman	Sharpe and Aubrey vs the Strega of Sicily	Napoleonic Gothic Horror: Fistful of Lead rules. The Royal Navy and Sharpe's Rifles taken on an Italian mistress of the Dark Arts and her minions in Minorca 1807	8
Witt Sullivan	LUNAR	Lunar is a 28mm-scale skirmish game that pits rival crews of astronauts against one another as they struggle for control over the precious resources of Earth's moon.	2
John Adam Giangrosso	Monster Hunter	Hunters with massive weapons and no common sense take on a variety of monsters to make a new pair of boots from them.	4
Marc Fluitt	Move the wine to the garrison or morale will suffer!	A heavily armed French supply column must move these "necessary" supplies through Spanish guerrillas and militia. This is a fun and easy to learn. Napoleonic skirmish game borrowing many rules from Blood and Bayonets rule set.	6

Friday night Count 6

Saturday Morning

Dwayne Balias	Where Raven's cry	Saxon/Viking battle - Rules Midgard, Scale 28mm. The fog begins to burn off to start your day, suddenly the church bells begin to ring! It not time for Daily mass? Then you heard the call you Dread. "Assemble the Fryd! Dragon Mast approaching". You grab your spear, shield and a final drag of your ale before stepping out the door into history.	6
Bob Moon	The Battle of Princeton, January 3,1777	The Battle of Princeton was the last major action of Washington's winter New Jersey campaign of 1776-1777. Washington came up with a plan to circle round Cornwallis' Army to attack a reserve force that had been left to defend Princeton. Rules: "Live Free or Die" modified Scale: A 40mm extravaganza! # of Players: Up to 5 Table Size: 8' x 6'	5
George Morgan	Winged Hussar	17th Century Poles vs Ottoman Turks 25mm fast pace rules easy to learn good for beginners.	8
Gary Clark	Black Seas	Age of sail (1:1200 scale ships) depending on number of players each will control 1, 3, 4 - 8 ships. prizes will be given.	10
Danny Henderson	Gas Lands Refueled - Death Race	Through the shimmering haze of the broken asphalt, we see our steel-eyed competitors lined up with engines rattling and teeth gritted. Tonight's race is incredibly important to the teams... it's the last shot in the big leagues next month, and one more critical step on that road to "The Big Red."	6

Saturday Morning Count 5

Saturday Afternoon

Steve Wirth	Where's the king	ECW 15 mm. Nevermind the matchlock	6
Richard Allen	STAR WARS Skirmish	Somewhere in the wilds of Kothlis, a group of pirates and other unscrupulous fringers are meeting a group of arms smugglers at an abandoned outpost when Imperial troops decide to pay them a visit. Not far away – and unbeknownst to everyone at the outpost – a group of Rebels are in the midst of being caught by Imperial pursuers. Stranded with their backs to the wall, the Rebels and fringers have to find common cause to escape alive!	12
Gary Clark	Black Seas	Kid Friendly! Custom 40k Skirmish Rules Age of sail (1:1200 scale ships) depending on number of players each will control 1, 3, 4 - 8 ships. prizes will be given.	10
Ken Hafer	Boxer Rebellion	The Men Who Would Be Kings	10
Christopher Johnston	Lord of the Kanto	6mm samurai battle in Japan's Age of the Country at War (Sengoku Jidai) 16th century warfare. Easy to learn home rules - no experience necessary	8
Bob Moon	Battle of La Belle Famillia, 24 July, 1759	French reinforcements attempt to break the British siege of Fort Chambly. Oh My!! Rules: : Live Free or Die", modified Scale: 40mm	6

Saturday Afternoon Count 6

Saturday Night

Mick Hayman	Doctor Who vs the Daleks at the Rift of Time	Time traveling free for all using Fist Full of Lead skirmish rules. Watch out for Dinosaurs...	8
Witt Sullivan	LUNAR	Lunar is a 28mm-scale skirmish game that pits rival crews of astronauts against one another as they struggle for control over the precious resources of Earth's moon.	2
John Adam Giangrosso	Deep Rock Galactic	Darkness. Danger. Dwarves.	4
Logan Goodin	Goblin Raid DnD	In Goblin Raid, you're a goblin given the glorious tasks of going on a raid to bring back supplies to the goblin base. Six goblins will go on this tasks.	6

Marc Fluitt	No, No, No. You French will not building your blockhouse near our road.”	The French want to build a blockhouse to control a road across a supply route. The Spanish milita and guerrillas will not allow it. This is a 28 mm Napoleonic skirmish game that borrows many rules from the recently released Blood and Bayonets rule set. Rules have been modified for ease of learning and quick play.	6
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Saturday Night Count	5
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Sunday Morning

Gary Clark	Black Seas	Age of sail (1:1200 scale ships) depending on number of players each will control 1, 3, 4 - 8 ships. prizes will be given.	10
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Ken Hafer	Wild West Quick Kill	Warpaint rules	12
Sunday Morning Count	2		